

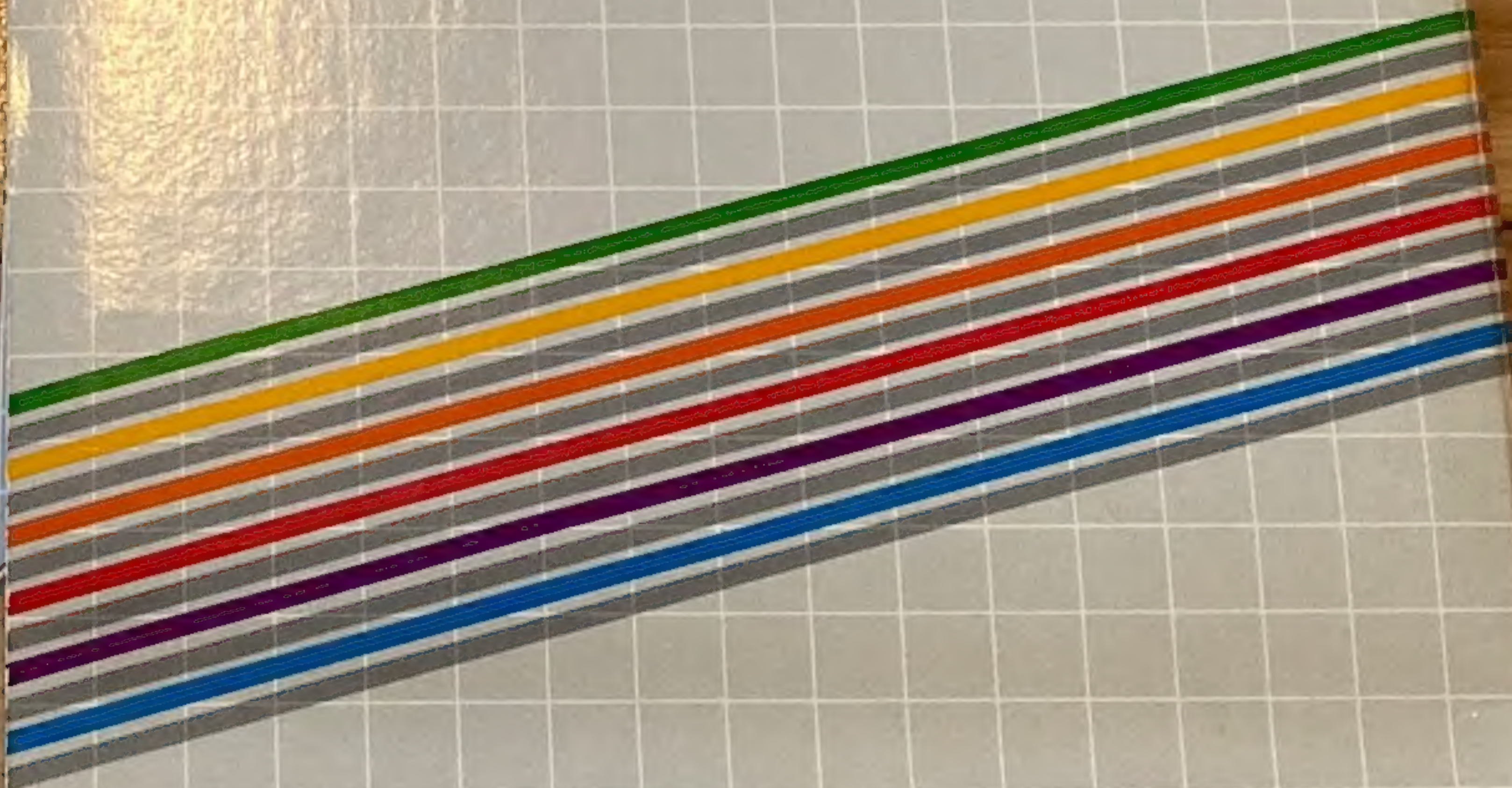



# MOPTOWN

C2E0011 MASTER

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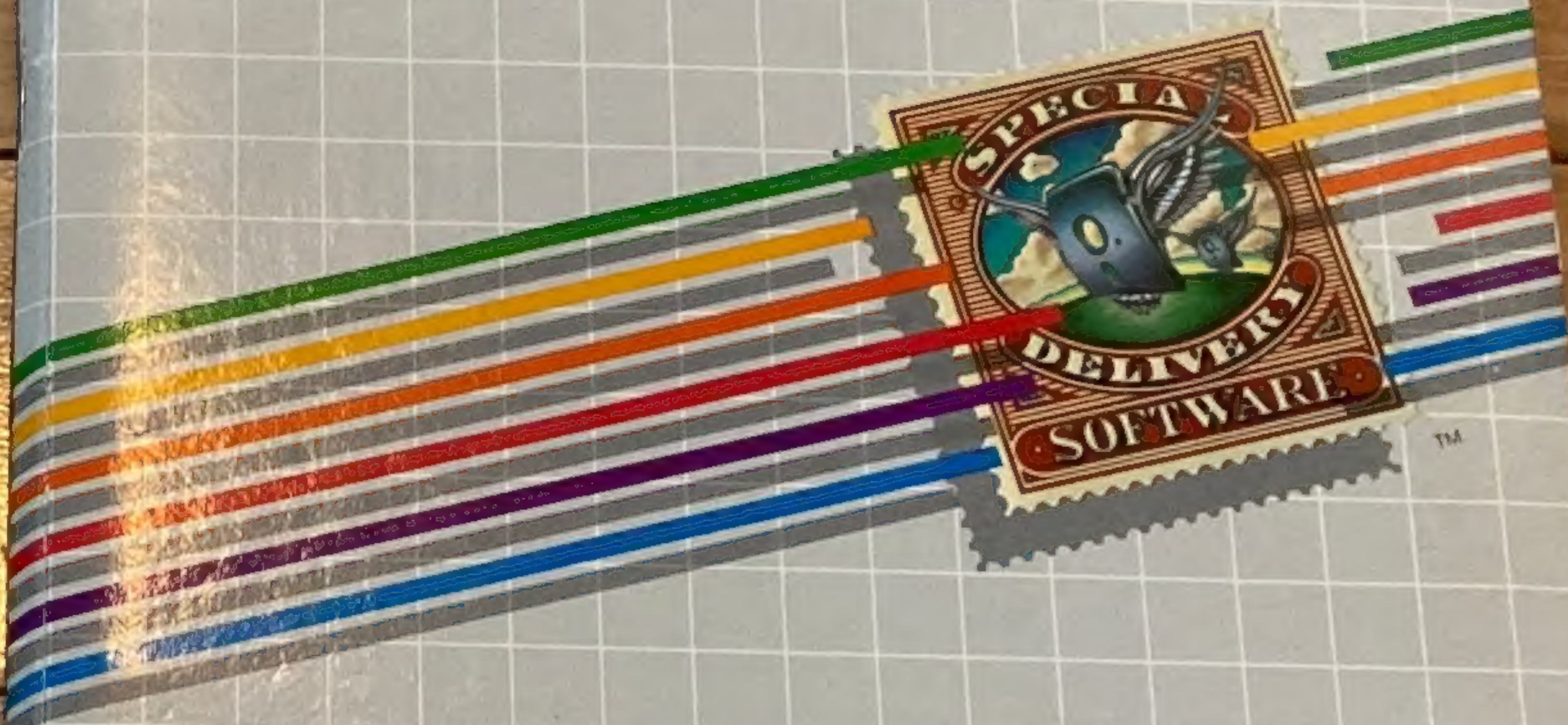


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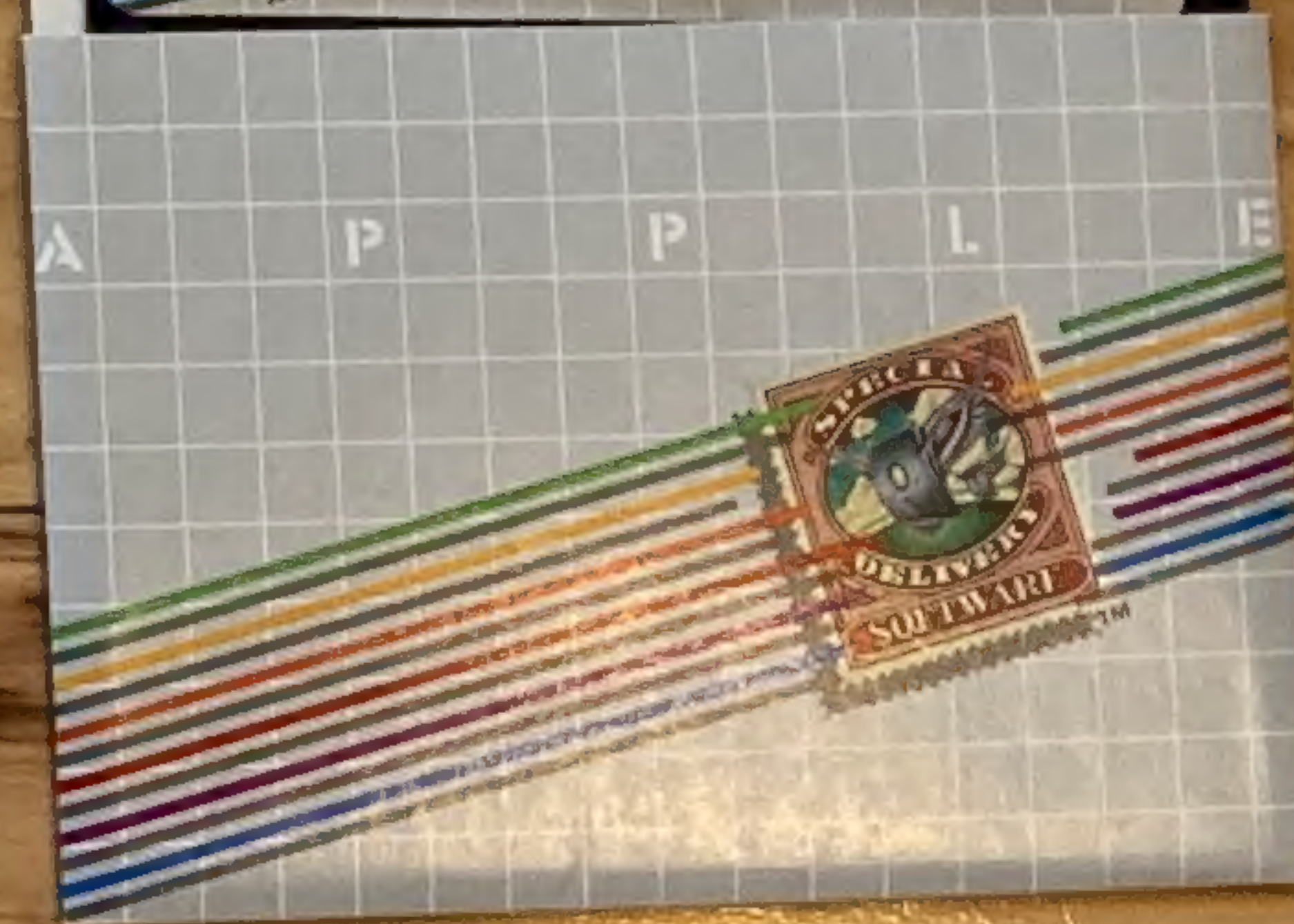
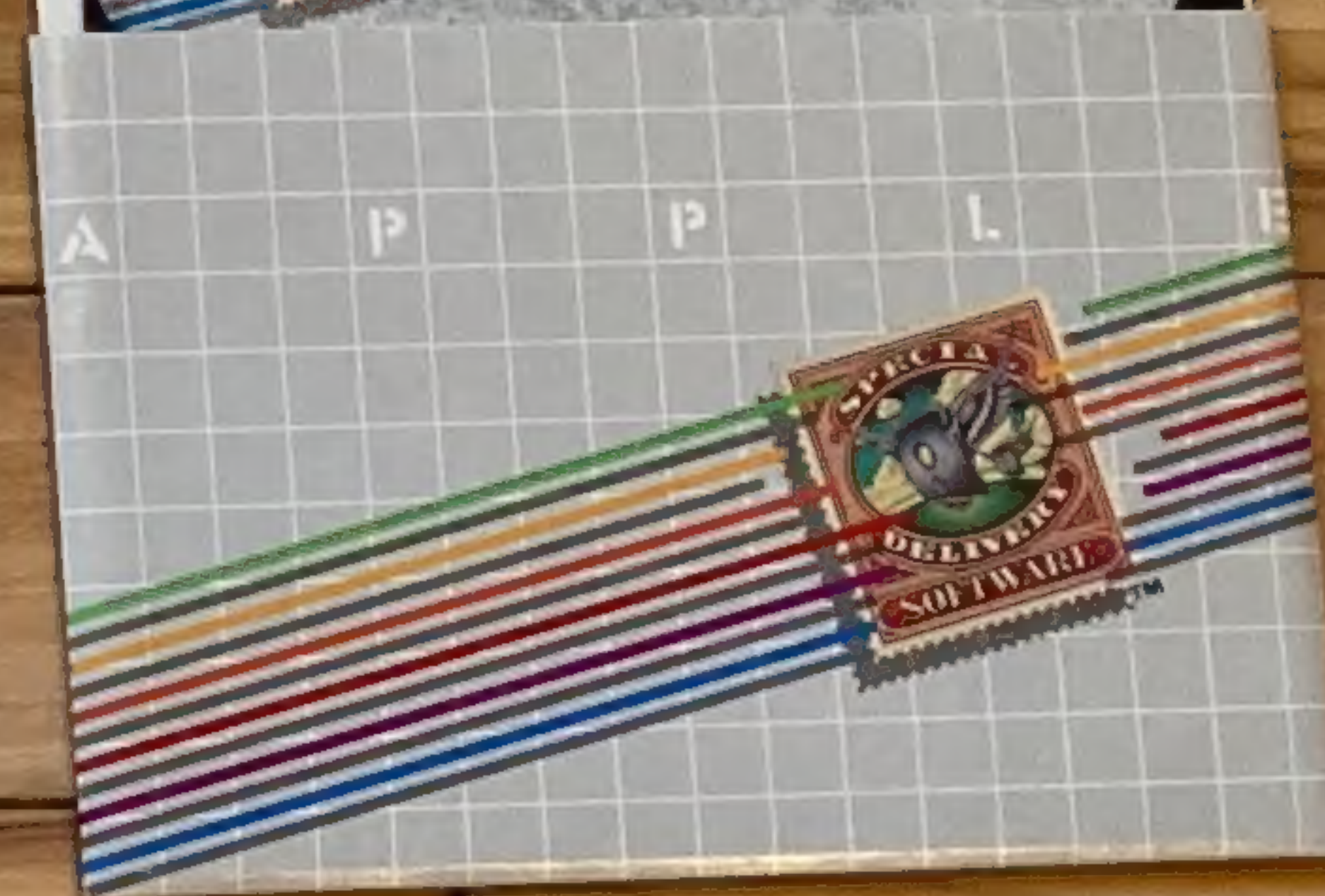
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# MOPTOWN

Programmer/Designer: Leslie M. Grimm  
Graphics Artist: Corinne Grimm, age 11  
Manual by: Teri H. Perl

Advanced Learning Technology, Inc.  
4370 Alpine Road  
Portola Valley, CA 94025





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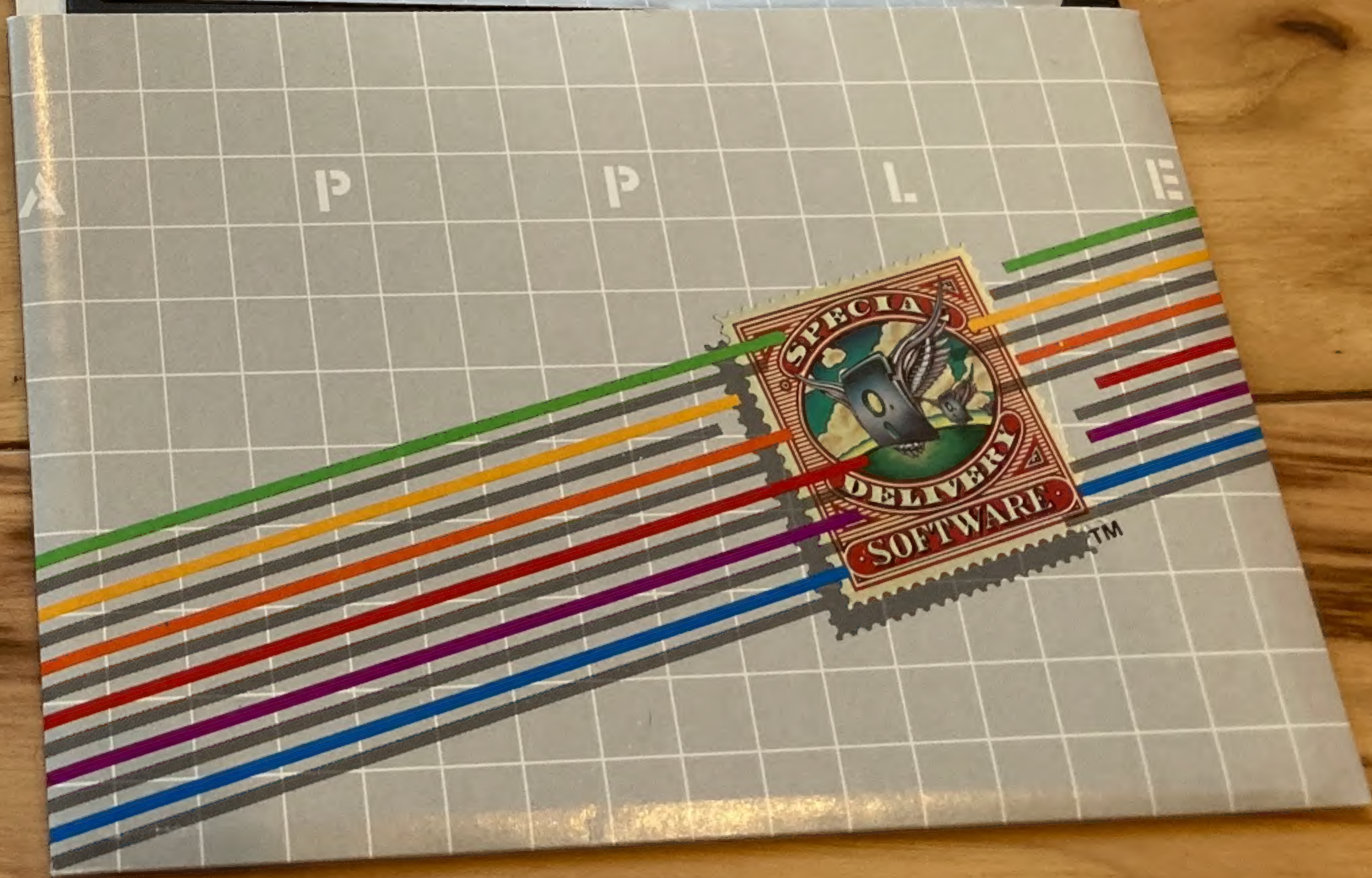
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 **MOPTOWN**  
C2E0011 MASTER  
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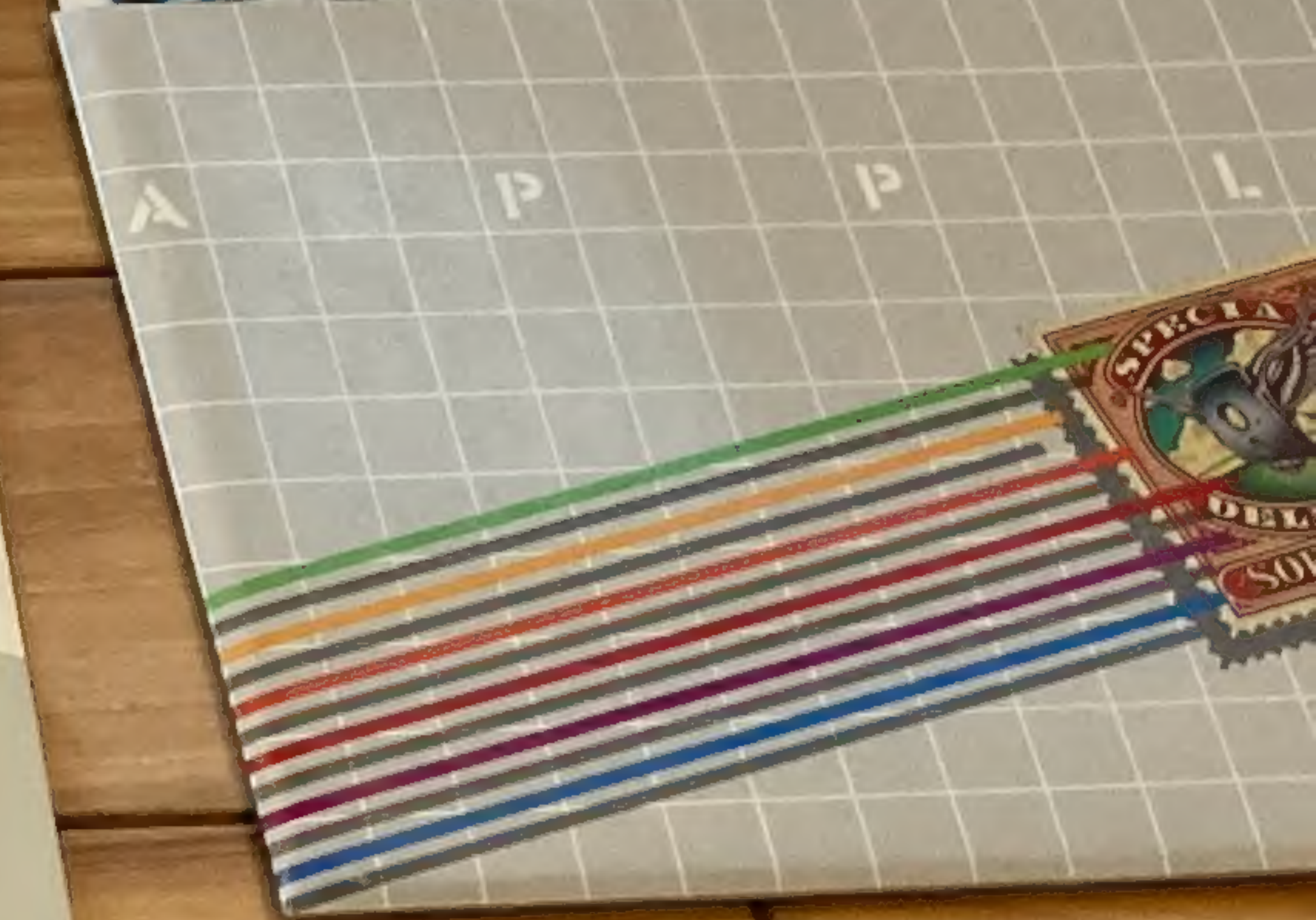
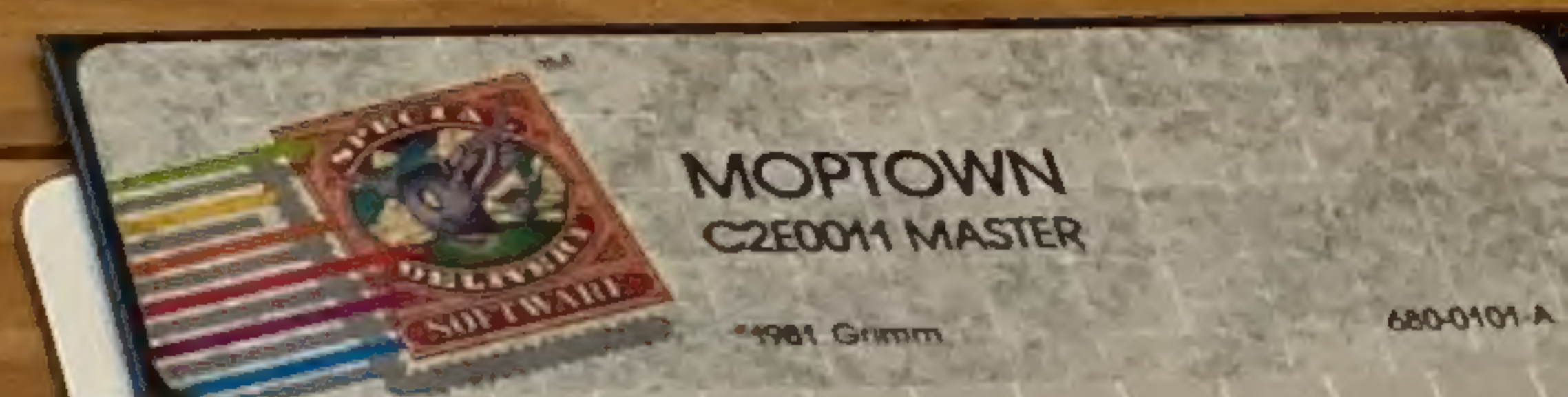
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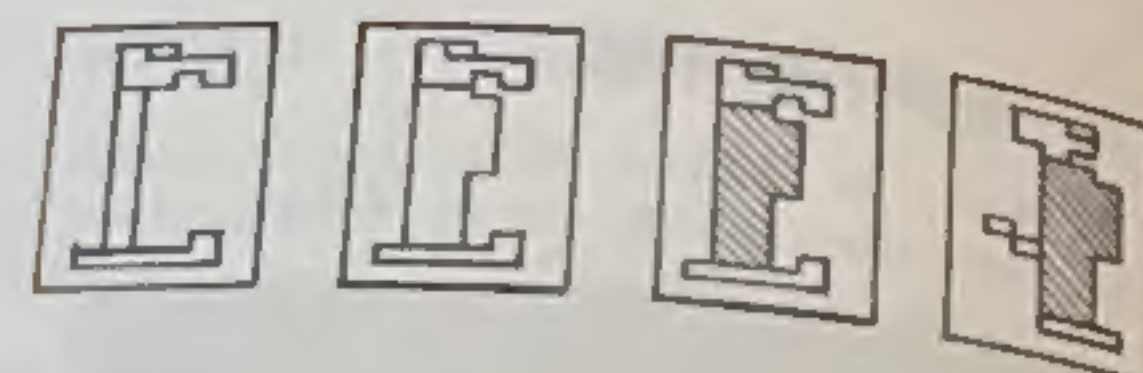


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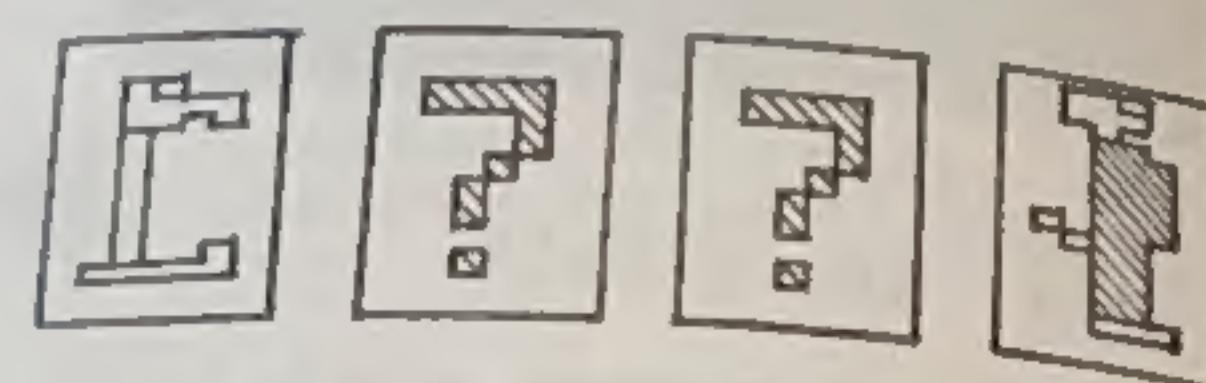
2. Change R (RED)  
to B (BLUE)



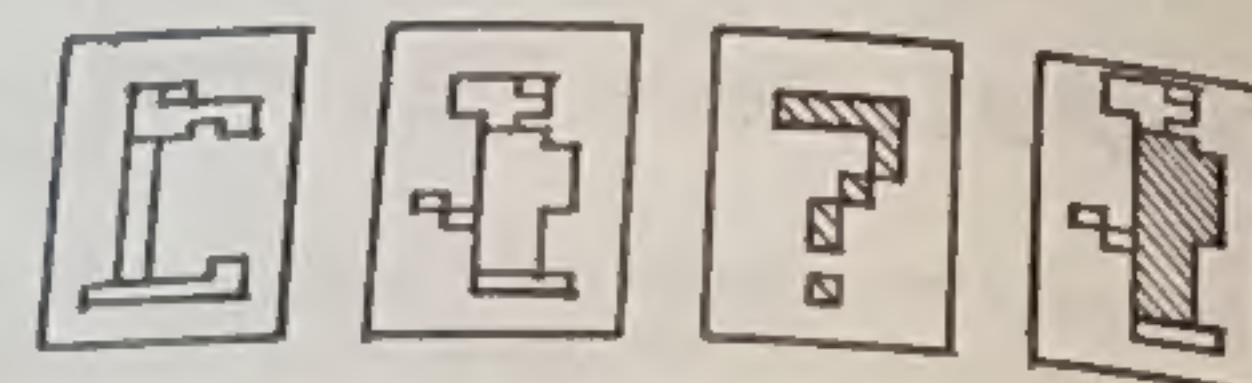
and YOU WIN!!

Each moppet now differs from the moppet on either side, in one way.

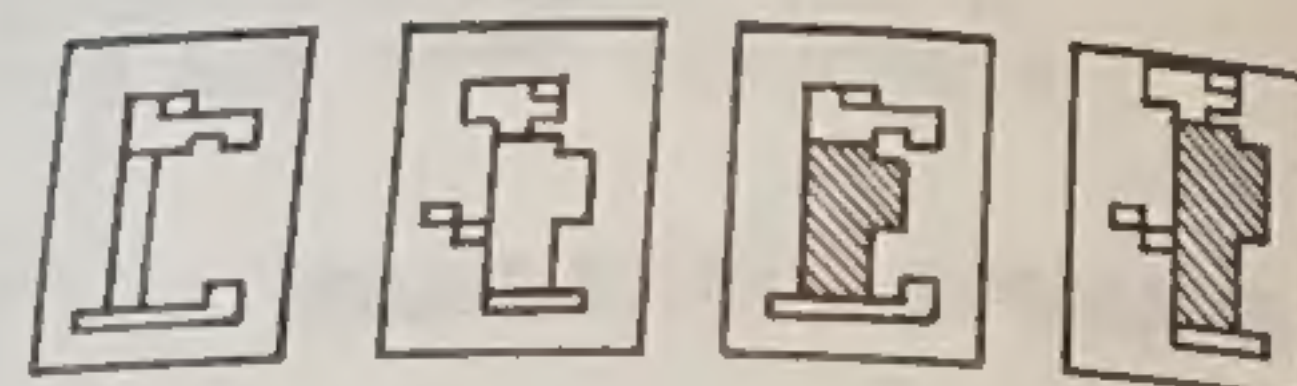
### EXAMPLE: 2 RULE GAME



1. Change T (THIN)  
to F (FAT), and  
Change B (BIBBIT)  
to G (GRIBBIT)



2. Change R (RED)  
to B (BLUE), and  
Change G (GRIBBIT)  
to B (BIBBIT)



and YOU WIN!! EACH moppet now differs from the moppet on EITHER side in two ways.

## 9. CLUBHOUSE

(Notice that the moppets look different. This is the first of the high resolution graphics games.)



The Moptown clubhouse only lets moppets join that fit the rule.

The object of this game is to guess the membership rule.

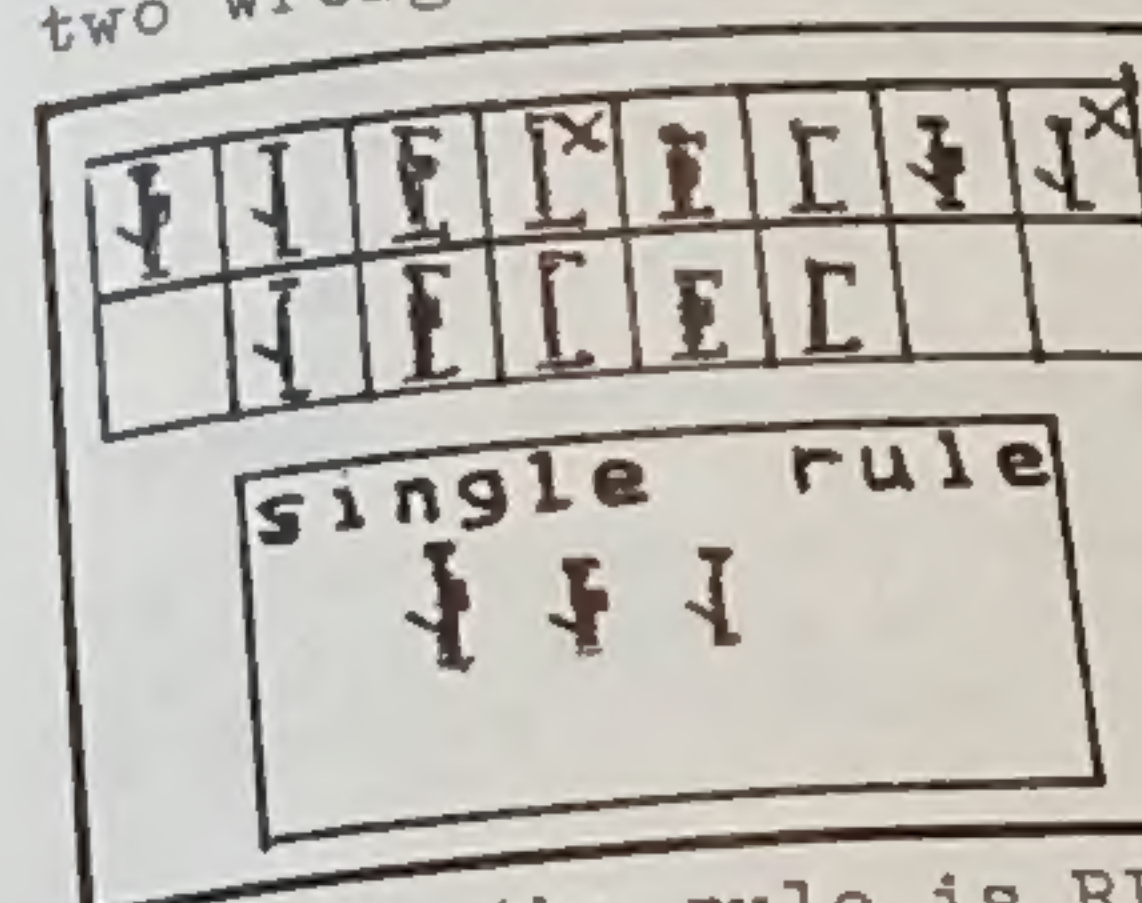
The rule could be a single trait rule (e.g., only TALL moppets) or a double trait rule (e.g., only TALL AND FAT moppets).

At the beginning of the game you will be able to choose whether to guess a single trait rule or a double trait rule.

TO PLAY, Choose a moppet and type the four letters (first letter of each trait) that describe it.

If that moppet fits the rule, it will appear in the clubhouse. If not, an 'X' will mark the moppet you chose.

In the game you see here, the player has guessed two wrong so far:



TALL THIN BLUE BIBBIT  
SHORT THIN BLUE GRIBBIT

The player has guessed three right:

TALL FAT RED GRIBBIT  
SHORT FAT RED GRIBBIT  
SHORT THIN RED GRIBBIT

I guess the rule is RED. WHY?